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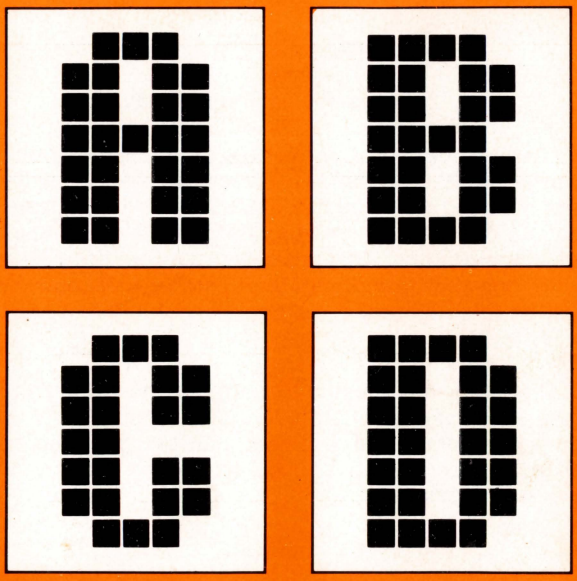
THE Children's Discovery System™



Activity Book

DISCOVERIES IN™ WORDS I
Learning Fun Module

Use this learning fun module with
The Children's Discovery System™ Computer

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THE CHILDREN'S DISCOVERY SYSTEM™ LEARNING FUN MODULES

90 DAY LIMITED WARRANTY

Mattel Toys warrants to the original consumer purchaser of any of its Electronic Toys that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During the 90-day Warranty Period, the product will either be repaired or it will be replaced with a reconditioned model of equivalent quality (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured, with proof of the date of purchase, to

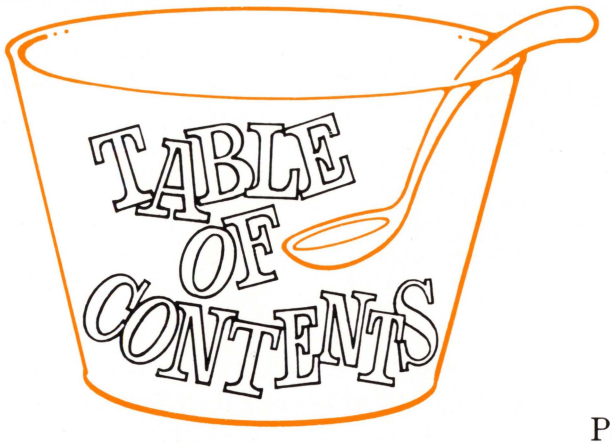
Mattel Electronics Repair Center
5000 West 147th Street
Hawthorne, California 90250

Units returned without proof of the date of purchase, or units returned after the 90-Day Warranty Period has expired, will either be repaired or replaced with a reconditioned model of equivalent quality (at our option), for a service charge of $10.00. Payment must be made by check or money order. This out-of-warranty service will only be available for one year from the date of purchase. All out-of-warranty units must be returned postage prepaid and insured to Mattel Electronics Repair Center.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in material or workmanship.

IF YOU HAVE ANY QUESTIONS OR PROBLEMS REGARDING THE USE OF, **THE CHILDREN'S DISCOVERY SYSTEM™** OR YOUR LEARNING FUN MODULES, CALL THIS TOLL-FREE NUMBER:

(800) 421-2887



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The Discoveries In™ Words I learning fun module has been designed to give your 6 to 8-year old child hours of challenging word fun. It allows children to test their skill in identifying and spelling groups of pre-programmed words, through a fun, familiar game. It also lets them adapt those words or use words of their own in learning activities they can enjoy with you or a friend.

Perhaps the greatest learning potential of the Discoveries In™ Words I learning fun module lies in its capacity to be programmed by its user. You or your child can create your own new challenges and games. Any word up to seven letters can be programmed into the computer and used as a basis for games and activities for one or two people.

These activities serve important functions. Vocabulary is enriched and spelling ability improved as children challenge each other in these areas, verifying answers with you or the dictionary. Though misspelling inevitably occurs, improved spelling through practice with the computer soon replaces initial errors.

If you have the opportunity to program words for your child, you may want to select words from school spelling lists or from this Activity Book. If you choose your own words, please keep the following points in mind:

Pick words which your child recognizes, but may not fully understand.

Pick words that are related to something which interests your child. A word that tells a child something about an area of interest to him or her will always be appreciated and quickly assimilated, even if it is a difficult word.

Take the opportunity to talk about the words you pick. The more you can tell children about words, the more likely they will remember them.

Don't pick words that are very unusual or well beyond your child's realm of experience. Most children won't learn words that don't relate to anything they understand.

Encourage your child to use the computer's words for story starters. It is an excellent stimulus for writing. Regardless of how silly a story gets, it's the writing opportunity that holds the merit.

The Discoveries In™ Words I learning fun module provides a wonderful opportunity for you and your child to spend many enjoyable and productive hours together. Certainly it has the potential to open your child's mind to word mastery and creative word usage.

Sincerely

Raymond P. Wagner

Raymond P. Wagner, President
Mattel Toys

DEAR BOYS AND GIRLS:

What's the word on words? Well, the word "WORD" means a letter or group of letters written or printed or spoken. How many words are there? Thousands and thousands! Many of them you already know and use all the time. Many of them you even know how to spell.

With your Discoveries In™ Words I learning fun module, you'll meet and spell a lot of exciting words, through fun games. You can play it all by yourself with the computer. Or play with your brother or sister or friend or Mom or Dad.

There are many ways to play the word game—it's hardly ever the same. And you'll find fun word things-to-do in this Activity Book, too.

So, in a few words, let's get started. You'll soon be a Spelling Bee whiz!

CURSOR THE GREAT™

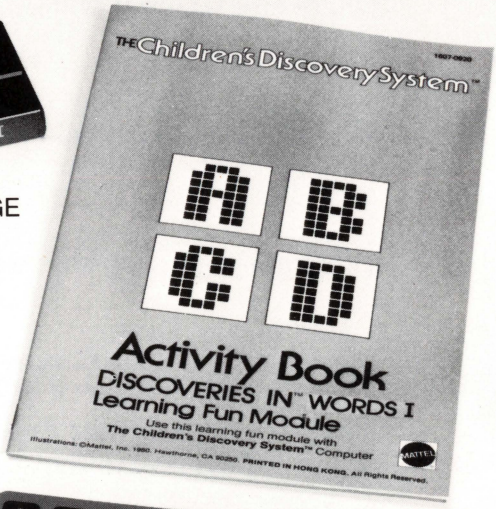
My word! Here I am again! I'm CURSOR THE GREAT, the computer man. I'm made up of many little black computer squares. I'll be around to point out special things to you in this Activity Book. We're going to have lots of word and spelling fun together. So let's get started.

INSIDE THE CARTON YOU WILL FIND:

DISCOVERIES IN™ WORDS I LEARNING FUN MODULE, CONSISTING OF:

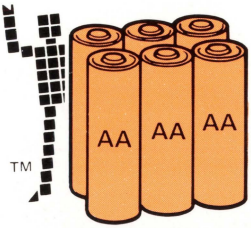
DISCOVERIES IN™ WORDS I CARTRIDGE
DISCOVERIES IN™ WORDS I ACTIVITY BOOK
DISCOVERIES IN™ WORDS I KEYBOARD OVERLAY

CARTRIDGE



ACTIVITY BOOK

KEYBOARD OVERLAY



"**REMEMBER**...to keep fresh batteries in your computer. It uses six AA alkaline batteries. If you need to put new batteries in, check the front of your Computer Activity Book for directions. (Any time your computer starts showing strange displays or not doing what it's supposed to do, it probably needs fresh batteries.")

CARTRIDGES NEED GOOD CARE, TOO!

Your Discoveries In™ Words I cartridge has some very delicate electronic parts inside. Because of this, it needs some extra care.

Don't leave it in direct sunlight or anywhere else where it will be very hot (120° F or hotter).

Don't let it get very cold either (35° F or colder).

Don't get your cartridge wet or dirty.

When you're finished using a cartridge, TAKE IT OUT OF YOUR COMPUTER. Put it away with your Activity Book and keyboard overlay in the storage box.

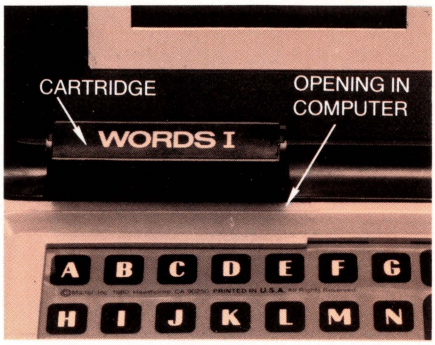
Do not try to plug your cartridge into any other computer. Do not try to plug any other type of cartridge into YOUR computer.

Take care of your Discoveries In™ Words I cartridge, and it will work for a long, long time.

LET'S GET STARTED!

OFF **1. Make sure your computer is turned OFF.**

2. PUT THE CARTRIDGE INTO THE COMPUTER.
Push it in as far as it will go. The side that says WORDS I should be facing UP.



When you want to take a cartridge out, TURN OFF THE COMPUTER and pull the cartridge straight out.

3. PUT THE OVERLAY OVER THE KEYBOARD. Your learning fun module comes with a thin, plastic sheet that fits over the computer keyboard. This is called an OVERLAY. It is printed on one side only.

Find the LONG LIP that runs all the way around the keyboard, except for a top and bottom space in the middle of the keyboard. Start in this middle space and slip the LEFT side of the overlay UNDER the LEFT TOP and LEFT BOTTOM LIPS. Slide the overlay all the way under the LEFT END LIP, as far as it will go.

Now slip the RIGHT side of the overlay under the RIGHT TOP and RIGHT BOTTOM LIPS. You will have to make a loop in the overlay to do this. (See the picture.) BE CAREFUL NOT TO CREASE THE OVERLAY. Slide the right side of the overlay all the way under the RIGHT END LIP, as far as it will go.

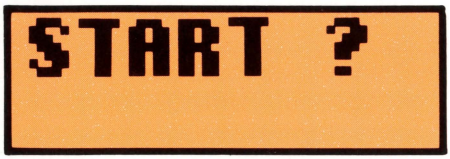
Make sure the overlay is securely under the lip, all the way around the keyboard, except in the middle. This overlay tells you which keys to use in the Discoveries In Words I cartridge.

Each cartridge that you buy will have its own overlay.

REMEMBER! Press all keys firmly until you hear a beep!

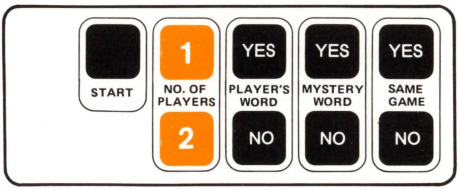
TURN YOUR COMPUTER ON

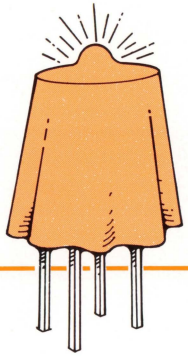
1. Press the ON key firmly. You will hear TWO MUSICAL NOTES and see the question START?



2. Press the START key. You will hear SEVEN MUSICAL NOTES and see WORDS I on the screen. CURSOR THE GREAT™ will run across the screen erasing the title and the question 1 OR 2 PLAYER? will appear.

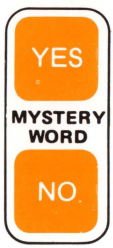
3. Find the key called **No. of Players** on your overlay. If you are playing alone, press 1. If you are playing with a friend, press 2.





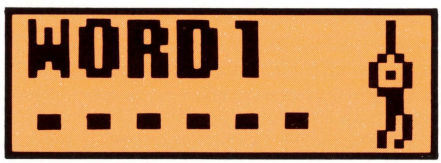
ALL BY MYSELF WORDS
(1-PLAYER MYSTERY WORDS)

1. Your computer will ask you MYSTERY WORD?

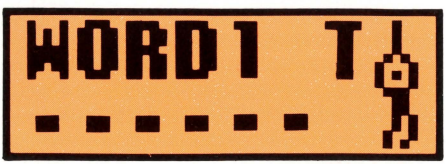


If you want to play the word game with the computer, press YES on the **Mystery Word** key. You will hear a tune and the game will start.

2. The computer will give you three words, one at a time. The number of blank spaces at the bottom of the screen tells you how many letters are in a word.



3. To guess a letter, press the letter key. Then press ENTER. If you want to change your guess, just type a different letter **before you press ENTER.** You cannot change your guess after you press ENTER.



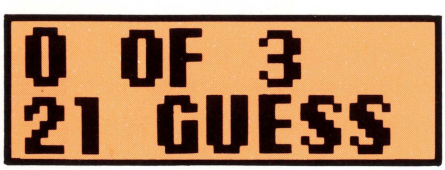
4. If you guess right (your letter **does** belong in the mystery word), you will hear a RISING TUNE. The letter will appear in **any** blank space where it belongs. (Example: If the mystery word is **BUTTER** and you guess the letter **T**, the **T** will appear twice, as shown: _ _ **T T** _ _.)

5. If you guess wrong (your letter **does not** belong in the mystery word), you will hear a FALLING TUNE and the hanging figure will be pulled part way up the screen.

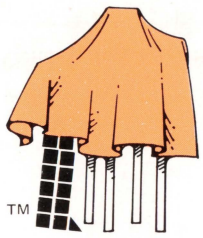
6. You get seven wrong guesses before the hanging figure disappears completely from the screen. After each wrong guess, the hanging figure will be pulled part way up the screen, but after the seventh wrong guess, he will sink down off the screen. You will then see the mystery word correctly spelled. The computer will go on to the next word.

7. If you spell the mystery word correctly before the hanging figure disappears, you win. You will hear a VICTORY TUNE and see a special flashing display of the word. The computer will go on to the next word.

8. After three words, the computer will show you how many words you identified and spelled correctly, and how many wrong guesses you took.



The computer will then ask you S A M E G A M E ? If you want to play again, press YES on the **Same Game** key. The game starts again, but with different words. If you want to play a different game, press NO. CURSOR THE GREAT™ will erase the screen and start you back at 1 O R 2 P L A Y E R S ?



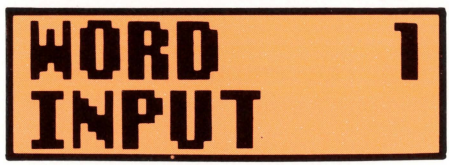
1-PLAYER INPUT WORDS

(Someone will enter the words for you.)

1. If you want to play alone, but DON'T want the computer to think up the words, press NO on the **Mystery Word** key, when the computer asks MYSTERY WORD?

2. When the computer asks PLAYER WORD? press YES on the **Player's Word** key.

3. When the computer shows WORD 1 INPUT you should look away while someone else types in three different words for you to guess and spell. After each letter is typed, wait for the 2-NOTE signal before typing the next letter. Each word can be up to 7 letters long. After typing in each word, the person who typed it should press ENTER. A word can be changed **before** ENTER is pressed. Just press the CLEAR key, then type in the new word. A word cannot be changed after ENTER is pressed.



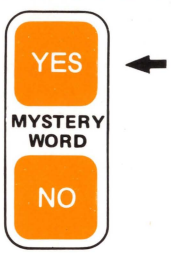
The three words will go into the computer's memory. WORD 1 will come on the screen. Now play just as you did for 1-Player Mystery Word.

SOMEONE AND ME WORDS

1. Begin this mode the same way as you did for 1-player games. Press ON key firmly. Then press START key.

2. When the computer asks 1 OR 2 PLAYERS? press the 2 on the **No. of Players** key.

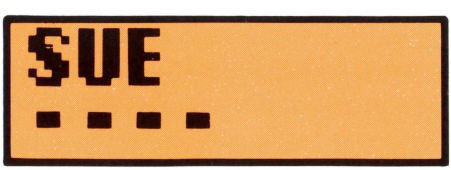
3. When the computer asks MYSTERY WORD? press YES on the **Mystery Word** key.



4. The computer will ask you and your friend to type in your names. Use the letter keys. After you type in each letter, wait for the 2-NOTE signal before you type the next letter. If your name is more than five letters long, use a shorter nickname.

5. After you type your name, press ENTER. The other player then types and enters his or her name. You can change a name **before** you press ENTER. Just press CLEAR, then type the new name. You cannot change a name after you press ENTER.

6. If you are Player 1, the computer will give you a mystery word to spell. It will show your name on the top line and a blank



for each letter in the mystery word on the bottom line. The word will be no more than seven letters long.

7. To guess a letter in the word, press the letter key. Then press ENTER. If you want to change your guess, just type a different letter **before you press ENTER.** You cannot change your guess after you press ENTER.

If you guess right (your letter does belong in the mystery word), you will hear a RISING TUNE. The letter will appear in any blank space where it belongs. You then get to guess again, until you make a wrong guess. It is then your opponent's turn.

8. Take turns with your opponent, until one of you correctly guesses and spells your mystery word. (You and your opponent have different mystery words.) If you spell your mystery word first, your word will flash three times. You will hear a VICTORY TUNE and see (Y O U R N A M E) W I N S on the screen. Your opponent will then see the correct spelling for his or her word. You have just won a ROUND in the game.

9. There are FIVE ROUNDS in the game. At the end of the game, the computer will show how many rounds you and your opponent each won. You will hear a "GAME OVER TUNE" and CURSOR THE GREAT™ will erase the screen. The computer will ask S A M E G A M E ? If you press YES, the game will immediately start again with different words.

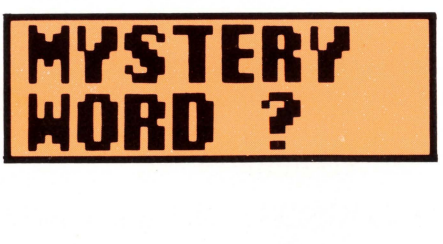
If you press NO, CURSOR THE GREAT™ will erase the screen and the computer will take you back to 1 O R 2 P L A Y E R S ?

WORDS

2-PLAYER INPUT

1. When the computer asks 1 OR 2 PLAYERS? press the 2 on the **No. of Players** key.

2. If you want to play with a friend, but don't want the computer to think up the words, when the computer asks MYSTERY WORD? press NO on the **Mystery Word** key.



3. When the computer asks PLAYER WORD? press YES on the **Player's Word** key.

(You and your opponent ENTER the words.)

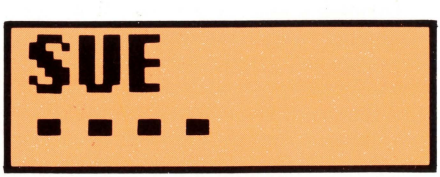
4. The computer then asks you and your friend to type in your names, as you did for 2-Player Mystery Word. Remember that the name you type can only be five letters long. Press ENTER after each name you type.

5. Now input words for each other. If you typed your name in first, the computer will ask you to put in a word for your opponent. You will see this:

Type in a word, up to seven letters long, while your opponent looks away. Then press ENTER. If you change your mind about a word BEFORE you press ENTER, just press CLEAR, then type in the new word. You cannot change your mind about a word after you press ENTER.

6. After you put in a word for your opponent, you look away while your opponent puts in a word for you the same way.

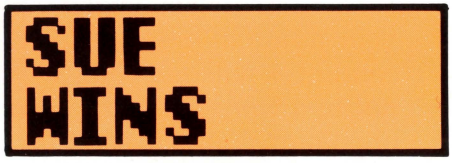
7. You try to identify the word your opponent put in for you before your opponent can identify the word you put in for him or her. If you put your name in first, it will be your turn first. You will see your name on the screen, with a number of blank spaces beneath it. The blank spaces tell you how many letters are in the word your opponent put in for you.



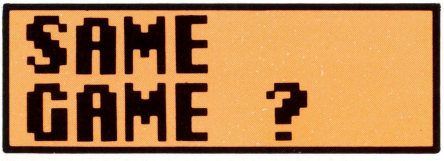
8. To guess a letter in the word press the letter key. Then press ENTER. If you want to change your guess, **BEFORE you press ENTER,** just type the new letter you want. You cannot change your guess after you press ENTER.

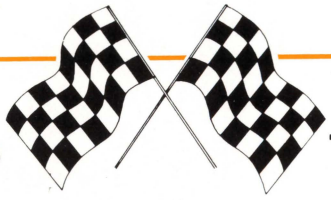
If you guess RIGHT, you will hear a RISING TUNE and the letter will appear in any blank space where it belongs in the word. You then get to guess again, until you make a wrong guess. If you make a wrong guess, you will hear a FALLING TUNE and it will be your opponent's turn.

9. Whoever identifies and spells his word first wins that ROUND in the game. If you win, your word will flash, then you will see (YOUR NAME) wins. Then you will see your opponent's name and his or her word spelled correctly.



10. There are FIVE ROUNDS in a game. After each round, you and your opponent put in a new word for each other, just as you did in Steps 5 and 6. After five rounds, the computer will display a total score for the game. It will tell how many rounds you and your opponent each won out of five. You will then hear a "GAME OVER TUNE" and CURSOR THE GREAT™ will erase the screen. The computer will ask S A M E G A M E ? If you press YE the game will start again immediately and new words need to be entered. If you press NO, CURSOR THE GREAT™ will erase the screen and the computer will take you back to 1 O R 2 P L A Y E R S ?



WINNER'S  TIPS

Here are some facts to help you guess an unknown word:

The five letters that appear most often in words are **e**, **t**, **a**, **o**, and **n**. The five letters that appear least are **j**, **k**, **g**, **x**, and **z**.

It is easier to recognize a word if you know the first or last letters of that word.

Letters that appear most often in the first position are **t**, **a**, **o**, **s**, and **w**. (More than half of all the words in English begin with these letters).

Letters that appear most often in the last position are **e**, **s**, **d**, and **t**. (More than half of all the English words end with one of these letters).

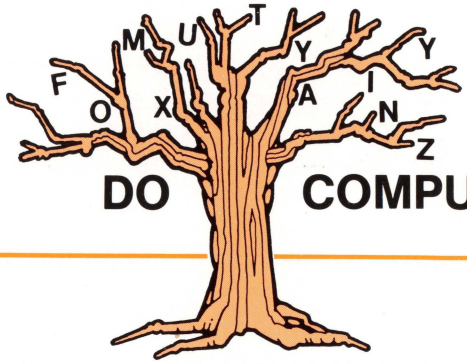
Second letters in a word are likely to be vowels, **a**, **e**, **i**, **o**, **u** and the consonants **h**, **n**, **r**, **t**. Vowels do not help you recognize a word as easily as consonants do because vowels can be located in all positions in a word.

Remember, **y**, which may be a vowel, is usually found in either the last or middle position in a word.

The letters **e**, **s**, **a**, **r**, **n** and **i** come up most often in the third position.

Using the above facts, try the following strategy when playing the games:

1. Guess letters **e**, **t**, **a**, **o** and **n** first (in that order).
2. Guess letters **s** and **w** if first letter is not already known.
3. Guess the letter **d** if last letter is not already known.
4. Guess the consonants **h**, **n**, **r** and the remaining vowels **i** and **u** if the second letter is not known.
5. If you suspect that the word has a double letter, try these letters, in this order: **ii**, **ee**, **oo**, **tt**, **ff**, **rr**, **nn**, **pp**, **cc** and **mm**.



DO COMPUTER GAME

Of course not, but you may pick and choose from a whole world of wonderful words.

Here are a few ways to choose some words for extra game fun, and guess what? They'll even help you with your spelling.

CHOOSE WORDS FROM THE SPELLING DEMON LIST

This Spelling Demon list is made up of words that boys and girls from six to eight years should be able to spell. The computer is ready to help and make it fun. So let's get those demons!

Challenge your friends with these input words. Each of you choose a word from the same list. Start with the easiest ones. Enter the words into the computer, then close this Activity Book when playing the game.

EASIEST

balloon	**every**	**lots**	**once**	**store**
bought	**father**	**much**	**party**	**their**
boys	**friend**	**name**	**people**	**there**
brother	**goes**	**nice**	**pretty**	**train**
brought	**likes**	**off**	**snowman**	**very**
coming				**white**

WORDS GROW ON TREES?

ADVANCED

again
along
answer
April
because
close
cousin
daddy
fine
fourth
from
getting
hello
January
know
lessons
letter
morning
now
please
Sunday
sure
teacher
today
well
write
writing
yours

HARDEST

already
autumn
been
bicycle
cannot
carried
chose
church
dead
doctor
earth
fight
half
hide
just
laugh
legs
meat
meet
met
noise
ocean
prince
puts
quite
reached
sea
soon
spent
sudden
think
though
tonight
truly
walked
weather
won

PICK THE PICK OF THE WORD

Many words play tricks on people because the letters make different sounds than usual. The following eight games will help you learn these tricky kinds of words.

EASY

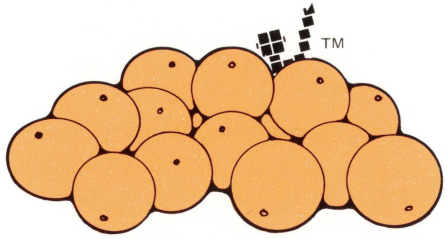
1. OW! BITTEN BY A DOUBLE VOWEL!

This game is about confusion of double vowels—vowels that take the sound of a single letter or another vowel combination.

EXAMPLES:

ā gane for gain	grat for great
ē beed for bead	kee for key
ī li for lie	bi for buy
ō ok for oak	bot for boat
ū canu for canoe	mun for moon

You and your friend each choose a double vowel word to enter into the computer. After these are used up, find your own for new challenges.



TRICK CROP!

2. HEAR! HEAR! A CHEER TO THE SILENT LETTERS YOU NEVER HEAR!

Many times "silent" letters (letters that appear in a word, but are never heard) are confusing. They are either put in by mistake or left out altogether. Here are some common silent letter words mistakes:

- b̄ bom for bomb
- b̄ thum for thumb
- ḡ sin for sign
- ḡ mite for might
- h̄ onor for honor
- h̄ gost for ghost
- ī coud for could
- ī woud for would
- n̄ autum for autumn
- n̄ colum for column

Take turns choosing these silent letter words to enter into the computer. After these are used up, think up your own.

3. THE CASE OF THE MISSING LETTER!

It's really no mystery. Lots of times when a word has a double letter, one letter is left out. You can be a super sleuth speller and not miss any double letters.

Examples of left-out double letters!

- lader for ladder
- maner for manner
- arow for arrow
- rabit for rabbit

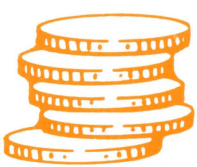
Take turns choosing these double letter words to enter into the computer. After these are used up, see how many of your own you can find.

1. THE BEGINNING OF THE ENDINGS.

Many words change their spelling when endings are added. Here are some examples for you and your friend to input into the computer.

Word	Endings Added Correctly	Endings Added Incorrectly
stop	stopped	stoped
fly	flies	flys
omit	omitted	omited
penny	pennies	pennys
pony	ponies	ponys
set	setting	seting
wife	wives	wifes

Take turns choosing correct words from this list. When these are used up, find some of your own in a dictionary.



2. TO SPELL DOLLAR, IT TAKES SENSE.

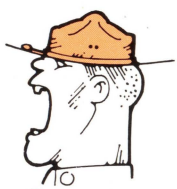
It doesn't take a scholar to spell dollar. But it does take some spelling practice. The confusion of **er, or,** and **ar** word endings is what this game is all about.

Examples of common spelling errors of word endings.

INCORRECT		CORRECT
doller	instead of	dollar
silvar	instead of	silver
docter	instead of	doctor
teachor	instead of	teacher
mirrer	instead of	mirror
singar	instead of	singer

You and your friend may take turns entering one of these correctly spelled words into the computer for the other one to guess. Think up your own words when these are used up.

3. SOUND-OFF FOR CONSONANT SOUNDS!



Some of your favorite words have consonants. Consonants include b, c, d, f, g, h, j, k, l, m, n, p, q, r, s, t, v, w, x, y and z. A consonant is formed by completely or partially stopping the stream of breath with the tongue, teeth or lips. Different consonants when used in words, sometimes sound alike and cause words to be misspelled.

Examples of common consonants spelling errors:

sertain for certain	gug for jug
lozer for loser	jem for gem
nasion for nation	sity for city

You and your friend may take turns choosing from the correct words. Enter one into the computer for the other person to guess. When you've used up all of these words, think of some of your own.

HARD

1. HOMONYM TIME IS DEW

Homonyms are two words which sound the same, but each is spelled differently and each has a different meaning.

Examples of homonym confusions:

due for dew

hole for whole

sum for some

bare for bear

cent for sent

to for two

You and your friend may take turns choosing one of the homonyms from this list and entering it into the computer for the other person to guess. After these are used up, find some of your own.

WSCHTED!

2. TCH, TCH, I'LL BE SWITCHED!

CHWITSED!

Ch and tch are often confused when spelling a word because they sound the same. Here are some correct and incorrect spellings of words to help you learn the difference;

	CORRECT	INCORRECT
	lunch	luntch
	which	whitch
	beach	beatch
	hatch	hach
	watch	wach

You and your friend may take turns choosing from the correct words and enter them into the computer. When these are finished, think up your own **ch** and **tch** words.

SUPER

Here are some ways to make choosing words more challenging. It's just as much fun whether you play against the computer or against a friend.

1.

THE LETTERS!

Choose only words with a limited number of letters. You and a friend challenge each other to input words with 4, 5, 6, or 7 letters each.

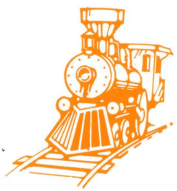
Examples:

(4) door
mine
face

(5) print
train
smoke

(6) faster
mother
pencil

(7) against
thinker
morning

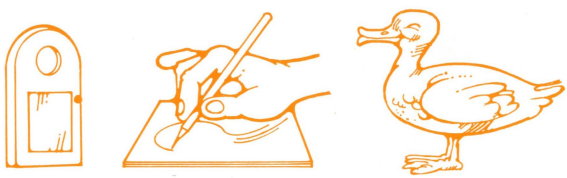


CHALLENGER WORD CHOICES

2. ALPHABET THREAT!

To make it even harder, each of the words you choose must begin with the same letter.

Example: door draw duck.



3. GUESS THE GUESS-A-WORD GAME!

Before you guess a letter of the chosen word, you are allowed to ask one question of your friend that can be answered by either yes or no (as in the game of 20 questions):

Example: _ _ _ _.
(word is "duck")

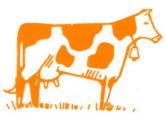
Question: "Is it big?"
Answer: "No."

4. CHOOSE A GLORY CATEGORY!

A category is a group of things that are alike.

You and your friend must only input words that are in the category you choose. The following lists are examples of categories. You may enter them into the computer or think up your own.

Animals



WILD ANIMALS:

bear
tiger
lion
deer
fox
wolf
moose
zebra

FARM ANIMALS:

chicken
cow
horse
pig
sheep
lamb
rooster
turkey

Clothes

shirt
pants
dress
shoes
socks
sweater
coat
hat

Toys

doll
puzzle
train
jacks
blocks
ball
puppet
top

Big Cities

U.S.A.

Chicago
Detroit
Oakland
Denver
Dallas
Boston
Memphis
Atlanta

OTHER COUNTRIES

London
Paris
Rome
Venice
Madrid
Moscow
Hamburg
Warsaw

Body parts

hand	arm	toes
head	neck	chest
leg	finger	

Transportation

plane	truck	train
boat	bicycle	bus
car	taxi	

Colors

red	blue	brown
green	orange	black
yellow	purple	

Tools

hammer	wrench	shovel
saw	axe	drill
pliers	chisel	

Foods

IMPORTANT GROUPS

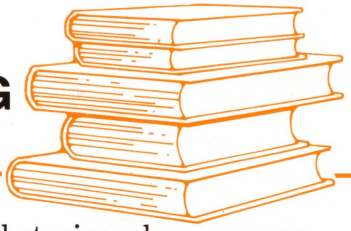
milk	meat	fruit
eggs	cereal	fish
cheese	bread	

FRUITS		VEGETABLES		MEAT	
apple	lemon	bean	tomato	beef	ham
orange	grape	carrot	potato	lamb	bacon
pear	lime	corn	beet	veal	sausage
banana	peach	lettuce	celery	pork	salami

Things that grow

flowers	animals	grass
trees	people	hair
weeds	fish	

BE A SPELL-BINDING



It's easy and fun to create special stories when you use the computer's words for starters. Here's how:

By yourself

Take the three words that the computer gave you to guess.

1. Write a short story using only one of the three words in each sentence.

Example:

Computer words: **FARMER** **QUACK** **LUNCH**

Short story: The **farmer** worked hard all morning. He was very hungry at **lunch** time. Later in the day he went to see the ducks and listen to them **quack.**

2. Make a real or silly sentence using all three words.
   Example:
   The **farmer** heard a **quack** while eating his **lunch.**

3. Write a short story using the sentence you just wrote somewhere in the story. The story can be serious or silly.

Short story: It was a bright sunny day out in the field. The farmer sat down next to his tractor to eat lunch. He looked around at all the rows he had plowed. Suddenly there was a noise.

Could it be true? Yes. **The farmer heard a quack while eating his lunch.** He couldn't see anything. So he jumped up on top of his tractor. He still couldn't see anything. Perhaps he was imagining the quack. He jumped down and went under the tractor. What! His lunch was gone! And there was a very happy duck waddling across the field. He had a big smile across his beak.

With a friend

1. Each person takes his three computer words and writes a sentence with the words in it.
2. Take turns writing sentences for a story, using one word in each sentence. These stories can often be silly, but they are fun.

With a group

One person starts a story by writing a sentence with one, two or three computer words in it.

Each person, in turn, adds a sentence with one, two, or three computer words in it.

The story stops when everyone has used up all his words.

A note about what's allowed: In making sentences using the computer's words, you are allowed to make minor changes in form of the word. For example, you can change the tense of a verb or the number of a noun. The following sentence would be fine:

Computer words: **MAYBE MONKEY TEASE**

Your sentence: **Maybe** the **monkeys teased** the zookeeper.

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